



Minbari Graen'Dial Destroyer



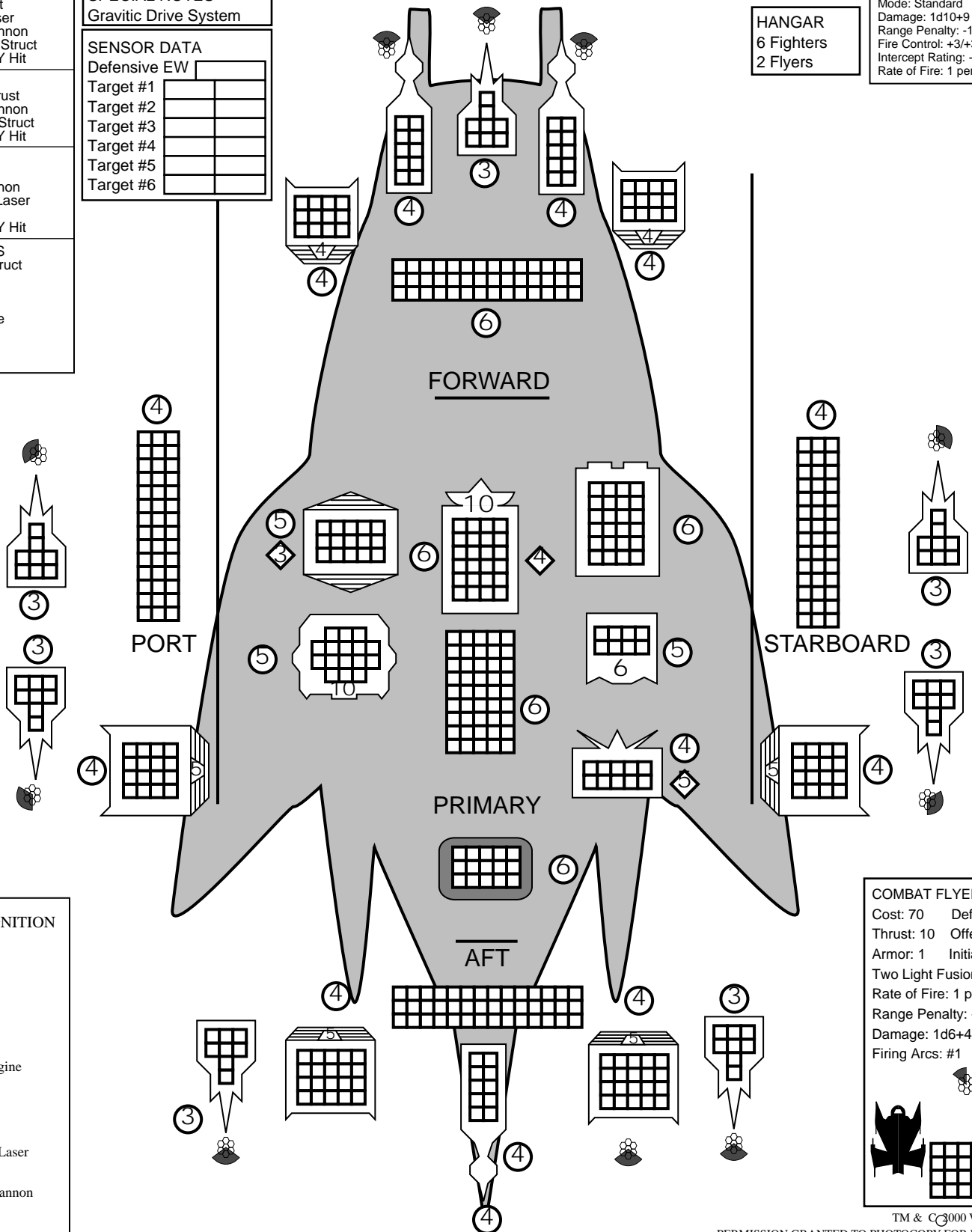
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 Speed	Fwd/Aft Defense: 10
In Service: 2072	Turn Delay: 2/3 x Speed	Stb/Port Defense: 12
Point Value: 1100?	Accel/Decel Cost: 5 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 5+5 Thrust	Extra Power: 0
Jump Delay: 10 Turns	Roll Cost: 4+4 Thrust	Initiative Bonus: +1
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA	
Neutron Laser	
Class: Laser	
Modes: R, P, S	
Damage: 4d10+15	
Range Penalty: -1 per 4 hexes	
Fire Control: +4/+4/+1	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Fusion Cannon	
Class: Molecular	
Mode: Standard	
Damage: 1d10+9	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+4	
Intercept Rating: -2	
Rate of Fire: 1 per turn	

FORWARBITS
1-3Retro Thrust
4-7Neutron Laser
8-11Fusion Cannon
13-18: Forward Struct
19-20PRIMARY Hit
SIDE HITS
1-5Port/Stb Thrust
6-10Fusion Cannon
11-18:Port/Stb Struct
19-20PRIMARY Hit
AFT HITS
1-6Main Thrust
7-9Fusion Cannon
10-12Neutron Laser
13-18:Aft Struct
19-20PRIMARY Hit
PRIMARY HITS
1-10Primary Struct
11-12:Jammer
13-15:Hangar
16:Sensors
17:Jump Engine
18:Engine
19:Reactor
20:C & C

SPECIAL NOTES
Gravitic Drive System
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
6 Fighters
2 Flyers



ICON RECOGNITION

	Thrust
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Neutron Laser
	Fusion Cannon
	Jammer

COMBAT FLYERS	
Cost: 70	Defense: 9/7
Thrust: 10	Offense: +4
Armor: 1	Initiative: +10
Two Light Fusion Cannons:	
Rate of Fire: 1 per turn	
Range Penalty: -2 per hex	
Damage: 1d6+4 per gun	
Firing Arcs: #1 #2	

